

A.C.M.B.L HANDBOOK



RULES & REGULATIONS

League Games

League games will be complete after 9 innings. No new inning may start after 2 hours and 30 minutes so as to not back up any other proceeding games.

All games, INCLUDING PLAYOFFS, are official after 4 innings.

Playoff and Championship games will be complete after 9 innings. No time limit.

Exception: In the event of a tie, ACMBL will use the “Texas Tie Breaker” Rule. The new inning will begin with no outs and the last batted out starting on second base, the team will then play a full inning until the tie is broken.

Note: Due to the time limit restriction above, regular season games that enter innings being played as tie breaker innings will still adhere to the no new inning clause of the above time limit.

Bats

This is a wood bat league. Only wooden bats made of one piece of solid wood and composite wood bats are allowed. No other bats are allowed. If a player attempts to use any other bat in a game (definition of use: batter at least steps into the box with the illegal bat), they will be called out and they will be ejected and suspended from the next game. Managers may also be eligible for disciplinary review depending on the circumstances.

Note: Torpedo bats that meet the requirements above are also allowed.

Mercy Rule

If the home team is leading the game by more than 15 runs after 3 and one half innings or 10 runs after 4 and one half innings, then the away team manager shall concede the game and it will be considered final.

If the away team is leading the game by more than 15 runs after 4 innings or 10 runs after 5, then the home team manager shall concede the game and it will be considered final.

Uniforms

It is required that all team members wear matching uniform tops during league games. Also, uniform numbers are mandatory on the back of the uniform shirts with each player must have a differentiating number. All coaches must wear at least a team jersey, team-branded t-shirt, or team colors during games. Opposing teams have the option of objecting to any player who does not adhere to this.

ANY player out of uniform after the 4th week of the season will NOT be allowed to play, unless the opposing manager verbally approves the player to be eligible to play to BOTH the umpire and the other manager. Any outcomes provided by that illegal player up to their removal will remain as official.

Metal or molded cleats are allowed.

Helmets

All batters and runners must wear a helmet with at least one earflap. The batter's ear that faces the pitcher must be covered by an earflap.

Catchers, while playing defense, must wear a protective helmet.

Alcoholic Beverages

No alcoholic beverages of any kind are permitted in the dugout, field, parking lots or premises of any game. Please keep the consumption of these types of beverages outside of any areas connected to any parks, city, or county property. Any participant who is found to be in violation will be removed and is subject to expulsion from the league.

Ejections

Any player, manager or coach ejected from a game MUST serve an automatic one game suspension to be immediately served the following game. Any secondary offense will result in suspension from the season. If suspension occurs for two seasons, expulsions will be put in place and the player, coach, manager will not be allowed to participate in ACMBL again. *The league and its Rules Committee reserve the right to amend or enforce stricter penalties on any incident*

Rosters

Teams must have eight (8) players for an official game. Games will be forfeited if a team can not field at least eight players within 15 minutes of the scheduled start time.

A player needs to have a minimum of 4 GAMES played in a season to be eligible for playoff participation.

Note: The definition of a "game played" is that the player records at least a plate appearance or one full inning on defense during the course of a game.

Teams must have a minimum of 12 players with a maximum of 20 players on their roster.

NO PLAYER on a roster may switch teams without the consent of the league president. A player MUST submit his request to the league and WAIT for approval.

Rosters must be turned in to a league official before the first game of the season. Rosters must have at least the player's first name and last name (and preferably jersey number if possible).

Once Rosters have been turned in, all changes must be recorded in the league hosted manager chat and must be approved by the league president.

At Midnight immediately after the last regular season scheduled game, rosters become locked for playoffs - no additional changes can be made after this deadline. If there are ineligible players on the roster at this time they will be automatically dropped from the team's playoff roster.

Lineup

For the sake of fairness and accuracy - for all players present, lineups must include full name, uniform number and starting positions for starters. Substitutes must also be listed on the lineup. Lineups must be exchanged by teams prior to or during the plate meeting prior to each game.

The League suggests that teams come to the event with a complete prepared lineup form with all of the above stated information.

If a player joins the game late, their manager must announce that they have entered the game to both the umpire and the opposing manager, and said player must be added as a substitute on the game's lineup.

Note: a manager may announce an absent player (assumed to be late) at the plate meeting as a partner in an A/B (married) slot.

Courtesy Runners

Players that will need courtesy runners must have their manager notify the opposing manager and home plate umpire at the home plate meeting. Otherwise, the opposing manager has the right to refuse the courtesy runner. Each team will be allowed a maximum of two players per game who can be classified as needing a courtesy runner. Each time a designated player reaches base, he will call time out and at that point will be replaced by the last batted out. If the last batted out also is listed as needing a courtesy runner or a speed up runner, the second to last batted out will run. In the case that no outs have been recorded when the designated player reaches base, the last batter in the lineup will act as the last batted out.

In the event that a player becomes injured during a game, and the maximum number of courtesy runners (2) have been designated, a pinch runner must be used and no courtesy runner will be allowed.

In the event that there are no eligible players to enter the game as a pinch runner, the manager will be allowed to designate a courtesy runner for that injured player as a runner that one time only - after that courtesy runner is retired or the inning ends, the injured player is removed from the game.

If the offensive team replaces the runner with the wrong courtesy runner (a player that was not the last batted out) and the opposing team appeals AFTER the ball is put back in play and BEFORE the next pitch, then that runner will be called out.

If the original runner inadvertently runs for himself and the opposing team appeals after the first pitch, the right to use the courtesy runner for this particular batter will be forfeited for the balance of the game.

If the right to use a courtesy runner is forfeited by violating any of the rules above, the offending team will not have the right to use another courtesy runner for an injured player.

Speed Up Runner

In addition to the courtesy runners, each team may also choose to replace their active pitcher or catcher on the bases in order to speed up the transition between innings. The pitcher or catcher runner being replaced must be replaced with the last batted out of the current inning. If the last batted out also is listed as needing a speed-up or courtesy runner, the second to last batted out will run. In the case that no outs have been recorded when the designated player reaches base, the last batter in the lineup will act as the last batted out.

Offense

Players may be added to the bottom of the lineup at any time during the game.

Any added player to the bottom of the lineup or pinch hitter must notify the opposing team manager of the batting order change. If no notification is made, and proper appeal is made, an automatic out will be assessed to that batter.

If a player is pinch hit for, he may NOT re-enter the game.

Batters may not be deleted or skipped over, regardless of their batting position or when they were added to the game.

Example: If a team increases the size of their lineup to 10 hitters, they must always have 10 hitters in their lineup.

The A/B rule or shared position in the batting order may also be utilized but must be announced and indicated during the plate meeting. Both players may not change their position in the batting order and they must never be on the field as defenders at the same time. A/B players may also be substituted in for each other as runners on base.

Note: A/B slots may be substituted for but both A/B players must be removed in order to put the substitute in the game.

Exception- If a player is forced to leave a game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced batter's place. If there are no reserves who can replace the individual, the first time this vacated spot comes up in the batting order, an out will be assessed. After that one time, no out will be recorded for skipping the spot vacated by the displaced player.

Defense

All players may be substituted for, at any time, provided they are in the batting order. To be clear, if you are playing a defensive position you **MUST** be added to the batting lineup.

In regards to substituting for the pitcher, if he is removed from the mound, he can go play any other position provided he is in the batting order. He may **NOT** re-enter to resume pitching at any point during the game.

If a pitcher is only listed as pitching without being in the batting order, he is **OUT** of the game once he is removed.

Age Requirement

Players must be 18 or older as of registration day to participate in the ACMBL season.. A manager has the right to question the validity of a player's age during a game. Therefore, all players should carry a government ID with them in the event one's age comes into question. The manager should notify the umpire to protest the game, who can then forward it to the League.

Collision Rule

The intent of this rule is to encourage base runners and defensive players to avoid contact whenever possible.

- When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
 - Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked)
 - Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called.

Decoy Rule

NO DECOYS may be used during a game. For example, if a fielder fakes a tag, forcing a player to slide, when there is no strategic purpose or apparent play, the runner will be ruled safe and all runners will advance one base.

This is entirely an umpire judgment decision and not a rule that may be protested.

Slide Rule

The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

Intentional Walks and Hit Batters

Each team is allowed to intentionally walk an opposing team player once in a game. Therefore, the total number of intentional walks each team is allowed each game is one. The team in the field will notify the home plate umpire of the intended intentional walk and the batter will automatically be awarded first base. No pitches are thrown.

If a pitcher hits four (4) batters in one game, the pitcher must be removed from this position.

Protests/ Makeups

Protest fees are \$50. All protests must be lodged to the League President after the completion of the game in question and before the next scheduled game of either team involved in the game being protested. All protests will be decided by the Rules Committee (the Rules Committee involves the league president, the UIC, and all active managers).

Protests regarding a player's eligibility must be made before the game or as soon as the player in question enters the game, offensively or defensively or directly right after the game.

*** In the event a rule is NOT covered under our guidelines, Major League Baseball rules will be applied. ***

Rain Out Games

In the event of a rained out game or games, every effort will be made to make up the game(s).

If the games are not able to be made up no reimbursements will be made to the teams that were supposed to play that game.

Refund Policy

ACMBL does not offer individual refunds. Players pay towards their team fee. Managers are encouraged to offer prorated refunds should a player decide to leave but ACMBL does not have authority over teams to enforce any such policies.

Team fees cover fields, umpires, and insurance which are considered team costs. These fees are collected before opening day as a TEAM FEE. Team fees are disbursed to the county, city, insurance company, and supplies needed before opening day.

If a FULL team wants a refund of the fee BEFORE WEEK 4 , unused fields and umpire fees for that specific team will be reimbursed. The whole team fee will NOT be fully refunded.

NO REFUNDS WILL BE ADMINISTERED AFTER WEEK 4.

TEAM FEES WILL BE SUBMITTED BEFORE OPENING DAY.